PlayStation
NTSC U/C
PlayStation
TEEN
T
CONTENT RATED BY ESRB
SLUS-00067GHA
Castlevania
Symphony of the Night ™
KONAMI.

WARNING: READ BEFORE USING YOUR PLAYSTATION® CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation Console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your Playstation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This game is fictional. Any similarity to current organizations, groups, countries or individuals, living or dead, is purely coincidental.

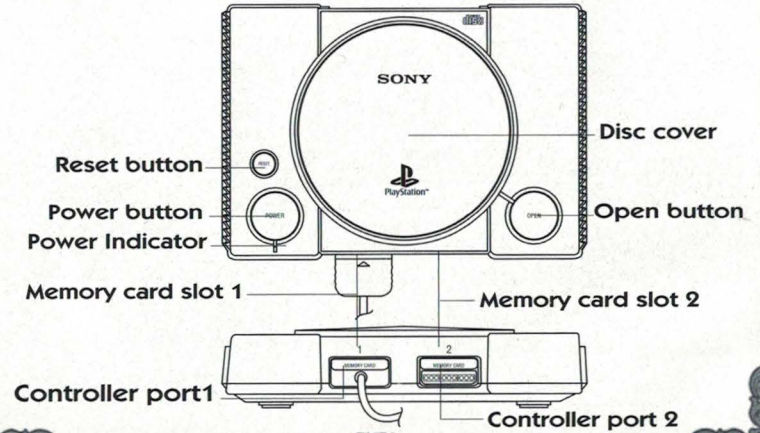
Contents

	Page
Controlling the Horror	4
Prologue	7
Characters	9
Starting the Game	13
Rules	14
On Screen Display	15
Items	17
Spells	21
Status	22
Selecting Systems	22
Rooms	23
Consumer support information	26

Set up your PlayStation™ Console according to the instructions in its Instruction Manual. Make sure the PlayStation power is off before inserting or removing a compact disc. Insert the Castlevania® Symphony of the Night™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation™ Console. Follow on-screen instructions to start a game.
Thank you very much for purchasing Konami's Castlevania® Symphony of the Night™. Before playing, please read this manual carefully to ensure correct use.

Console

Top view and front view

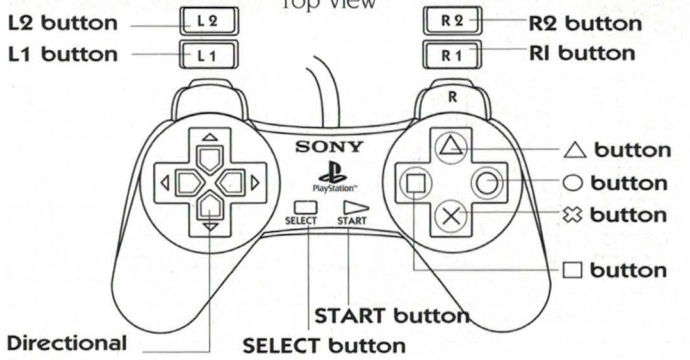


Controlling the Horror

Connect the controller to controller port 1 of your PlayStation unit. The default button settings are shown on the following pages.

Controller

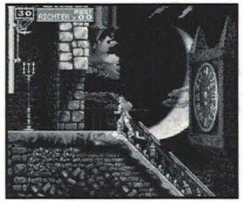
Top view



The user is able to reset to the title screen by holding down the Select button and then pressing and holding down the Start button.

Richter

Controls for the "Final Stage" only. These button settings cannot be changed from the menu screen.



□ button	Attack with whip	
Directional buttons	Move Richter	
	⇦⇨ button	Move left/right
	⇩ button	Crouch
⊗ button	Jump	
△ button	Super attack	
⇧ + □ button	Use special weapon	
START button	Pause	
Hold down □ button + Directional buttons		Brandish whip
⇩ + ⊗ button		Slide
Press ⊗ button twice:	Back somersault	

Alucard

You can change the button functions of your controller from the "System" menu screen.

□ button	Use the weapon or item in Alucard's right hand	
○ button	Use the weapon or item in Alucard's left hand	
Directional buttons	Move Alucard/Highlight item on menu screens	
	⇦⇨ button	Move left/right
	⇩ button	Crouch/move elevators down
	⇧ button	Sit in chair/Save (only on SAVE screens)
⊗ button	Jump/Select items on menu screens	
⇧ + ○ or □ button	Use special weapon	
△ button	Back dash	
START button	Pause game and bring up the character status menu screen	
SELECT button	Pause game and bring up the map screen	
R1 button:	Shapeshift into bat (requires special item)	
R2 button:	Shapeshift into wolf (requires special item)	
L1 button:	Shapeshift into mist (requires special item)	
⊗ button during jump	Double jump (requires special item)	

Prologue

It was Richter Belmont, the legendary vampire hunter, who succeeded in finally ending the menace of Count Dracula, Lord of the Vampires who had been brought back from the grave by the dark priest Shaft.

However, one night 4 years later, under the glare of a full moon, Richter mysteriously vanished.

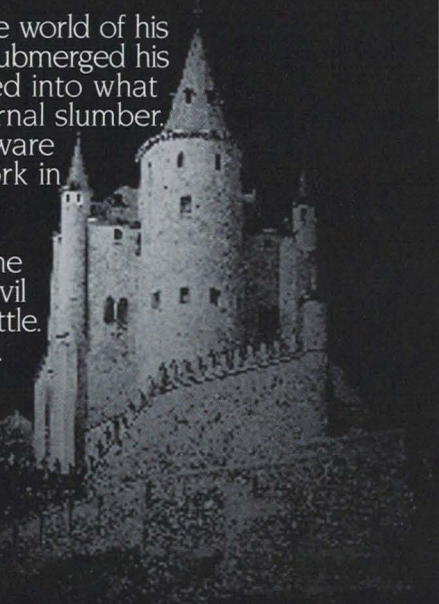
With no idea of where to begin her search. Maria Renard set out to look for him. It was then that fate intervened. Castlevania, the castle of Dracula, which is rumored to appear once every century, suddenly materialized from out of the mist as if to show her the way.

Meanwhile, powerful forces were struggling for the soul of a man named Alucard. The very same Alucard who had teamed up with Trevor Belmont to battle his immortal father, Count Vlad Tepes Dracula.

Alucard, in order to purge the world of his own cursed blood line, had submerged his vampiric powers and entered into what was supposed to be an eternal slumber. But now, he is awake and aware of the evil once again at work in his homeland.

The time has once again come for the forces of Good and Evil to engage in their ancient battle. Dracula's castle beckons you...

And no man can say who shall emerge victorious.



Characters

Alucard

(Real name: Adrian Farenheights Tepes)
Age: Estimated to be 400 years old

The offspring of an unnatural union between Count Dracula and a human woman, Alucard possesses inhuman strength and dark magical powers. His weapon of choice is a sword, and he uses a variety of them to serve his needs. He is an adept shapeshifter, commonly using the forms of wolf, bat and mist to confuse and terrify his opponents. Alucard also relies heavily on ancient relics and magical items to perform elaborate magical attacks.

Richter Belmont

Age: 24

Every generation of the Belmont clan has produced tougher, more dedicated vampire hunters-yet Richter stands above all others. Brandishing the legendary sacred whip which so many of his predecessors wielded, this hot-blooded youth pushed Dracula to the brink. Then, with an almost indestructible will to survive and emerge victorious, Richter defeated Dracula in a massive battle five years ago. However, he has been missing for a year-vanishing mysteriously under the light of a full moon.

Maria Renard

Age: 17

As Richter's sister-in-law, Maria is not a Belmont by blood, but she has the fiery determination of a vampire hunter coursing through her veins. She aided Richter five years ago in the defeat of Dracula, and has vowed to find him now that he has vanished. Shortly after beginning her search, however, the ancient Castlevania returned to the earthly plane. Fearlessly, she entered the castle alone.

Death

This evil spirit is an ally of Dracula's, which should come as a surprise to no one familiar with the Count's nocturnal activities.

Master Librarian

He is the keeper of the library in Dracula's castle. He has accumulated a wealth of knowledge over the centuries, and some special items, as well, which he will part with-for a price.

Count Dracula

(Real name: Dracula Vlad Tepes)

Age: Estimated to be 800 years old

He has been known by many names through the ages, but no matter what you choose to call him, one truth remains: he is the embodiment of all that is dark and evil. He is father of Alucard and master of Castlevania the dark castle steeped in terror and black magic. It is said to appear on the human plane of existence once every 100 years. Though Richter destroyed Castlevania and its evil landlord five years ago, it has reappeared without warning.

Lisa

Alucard's mother and Dracula's wife. She is the only woman Dracula has ever loved, yet for some reason he had chosen not to take away her human form and bring her over to the dark ranks of the vampire. She was a good, kind-hearted soul who was mistakenly executed as a witch for preparing medicine to help the sick.

Starting the game

Once the Title logo has appeared, press the START button to go to the File Select screen.

❶ **File Select:** Select a file
❷ **Name Change:** Change the name you use in the game
❸ **File Copy:** Copy a file
❹ **File Delete:** Delete a file

Playing a new game

Select an empty file from "File Select", input your name at the Name Entry screen, then press the START button to begin. After the introductory movie is finished you will take control of Richter Belmont in a brief recap of a classic moment in Castlevania history. See page 5 for details on Richter's basic moves.

Playing a saved game

If you saved your progress onto a memory card last time you played, you can resume play from the last save location (see page 24, "Save rooms"). Insert the memory card into the memory card slot 1 or slot 2, then select the game you wish to continue playing from "File Select". Use the directional button to highlight the save game you wish to use. Press the ⊗ button to load the file.

🗁Note: Absolutely do not pull out or insert memory cards when the game is loading.

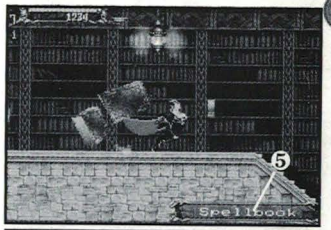
Castlevania® Symphony of the Night™

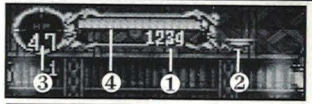
Rules

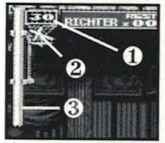
You are Alucard. Raging through you is the hunger and bloodlust of your vampire father, and the gentle, empathetic compassion of your human mother. As you have tried to come to terms with that constant internal struggle, you have recognized an outer struggle as well-the need to destroy Castlevania and bury the demons both within the castle and within your soul.
On your mission, you will discover ancient relics that will open new paths to you. Hidden weapons and magical items from a time long forgotten will be uncovered. Some weapons and items have restricted use-you must earn "hearts" to enable them. As your quest continues, you will encounter myriad monsters and dark forces who will challenge your progress. Every victory gives you experience, which yields power and strength. Gradually, you will be able to face and defeat stronger and stronger foes. When you receive damage, you lose some of your life force. Because you are half human, you can be defeated more easily than your father. If your life drains to zero, the Start screen will reappear, and (if you have saved a game in progress) you can resume play from the last saved location.

On Screen Display

During play







❶ **Number of hearts:**
Decreases when you use special weapons, and increases when you get hearts.

❷ **Special weapon:**
Shows the special weapon you possess.

❸ **Player life meter:**
The game ends when this meter reaches 0.

❹ **Magic meter:**
Goes down when you use magical attacks or shapeshift. This meter will replenish slowly.

❺ **Name of enemy character:**
Appears when you hit an enemy (requires a special item)

Map screen

Shows the rooms you have visited in the castle and your current location. The auto map feature will display the rooms as you explore them.

Blue..... Shows rooms you have already visited.
Gray..... Shows rooms you haven't visited yet.. (only visible when you acquire a special item)
Red..... Save locations
Yellow..... Teleport rooms
Circle of light.. Your current location.

Character Status Menu

You can check Alucard's current status from this screen.

HP..... Life level (current / Max)
MP..... Magic level (current / Max)
HEART..... Number of hearts (current / Max)
ROOMS..... Number of rooms you have visited
KILLS..... Number of enemies you have defeated
LEVEL..... Current level
STATUS..... Shows whether you are poisoned or turned to stone, etc.
ATT (□+○ buttons) . Shows the attack power for each button
DEF..... Shows your current defensive power
STR..... Strength level. This affects your basic attack power.
CON..... Constitution (how strong your body is). This affects your basic defense power.
INT..... Intelligence level. This affects your magic attack power.
LCK..... Luck. This affects critical hits and other actions.

EXP..... Experience points.
NEXT..... The number of points you need to advance to the next level.
GOLD..... The amount of money you have.
EQUIP..... Lets you equip weapons, etc. (See page 17)
SPELLS..... Chart showing the spells you've learned (See page 21)
RELICS..... Shows the the relics you possess and whether or not they are equipped. (See page 19)
SYSTEM..... Equipment, button, and sound settings. (See page 22)
FAMILIARS..... Shows the status of the familiars you can currently control (when you want to use a familiar, you select one from amongst your relics).

Items

There are four kinds of items Alucard uses: normal items, equipment items, relics, and special weapons.

Normal items

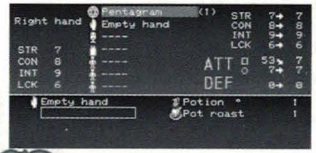
Items may appear when you defeat enemies and destroy candles. These items will increase your power.

Small/large heart
The number of times you can use special weapons will increase.

Dollar bags
You can increase the amount of money you have by getting dollar bags.

Equipment items

Equipment items such as weapons, armor and accessories will increase your attack or defense power. Other equipment items include medicine, food. and potions. The equipment screen is vital to your success in the game. Here you can switch and equip the various items found throughout the castle. Use the Directional buttons to scroll up and down through the "Equip Areas" (Right hand, left hand, head, etc.). Press the "X" button to select an "Equip Area", then use the Directional buttons to scroll through your possible items.



Note: Be sure to read the ATTACK and DEFENSIVE abilities of each item (if available). This will help you choose the right weapon/item at the right time. When you have made your selection, press the "X" button to equip it.

○+□ buttons
These represent the Left and Right hands of Alucard. Each hand can be equipped separately. For example: a sword can be equipped in one hand and a shield in the other. Some items require both hands so you will not be hold anything else when using these items. Certain items like the shuriken are expendable and can only be used once. Items such as food and medicine must be equipped and used by pressing the appropriate button.

Types of weapons

❶ **Fist weapons**
Only effective within close range.

❷ **Short swords**
Effective within close to medium range.

❸ **Swords**
Basic single handed swords.

❹ **Two-handed Swords**
These are powerful weapons with a long reach. However, both hands are required to wield these weapons properly.

❺ **Club weapons**
Some enemies are easier to defeat with these types of weapons.

Some equipment can work together to create a tremendous special attack. Experiment with different combos when acquiring new items.

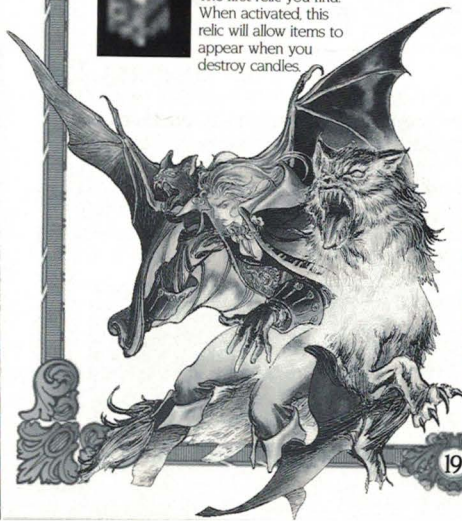
*There are many other items; these are just a few of them.

Relics

Relics are items that let you use special powers and effects. They are hidden in various rooms throughout the castle. There are some rooms you cannot enter unless you obtain a particular relic. When you obtain a relic, go to "Relics" in the Sub screen and check whether it is ON/OFF and what effect it has. If a relic is set to OFF it will have no effect.

Cube of Zoe

The first relic you find. When activated, this relic will allow items to appear when you destroy candles.



Leap Stone

Press the X button while jumping to execute a second jump.

Soul of Bat

Enables you to change into a bat. Consumes magic power.

Soul of Wolf

Enables you to change into a wolf. Consumes magic power.

Form of Mist

Enables you to change into mist. Consumes magic power.

* There are many other relics; these are just a few of them.

Special weapons

You can only possess one special weapon at a time. When you pick up a new one of these "special weapons", the old one will be tossed aside. It will remain on the screen for a moment before vanishing, so that you may retrieve it if you change your mind about which item you'd like to possess. You will need to use some of your "hearts" to use these weapons. The number of hearts needed depends on the weapon

Bottle of holy water

When thrown, fire springs up in the place it lands, causing damage.

Holy book

Unleashing the holy words in these books causes damage to your evil opponents.

Knife

Use to attack enemies in front of you. The knife is fast but not very powerful.

Rebound stone

A special stone that rebounds from the floor or walls when it hits them.

Bibuti

The embodiment of holy ashes created by a saint. Damages any enemies that it touches.

Axe

An effective weapon to throw at enemies if you want to cause damage from a distance. Very effective against flying enemies.

Cross

The most powerful Special weapon, attacks all enemies on screen.

Clock

Stops time for enemies. However, there are some enemies on which it has little or no effect.

Agunea

Strikes enemies with sacred lightning. When it hits, you can continue the attack by holding down the attack button until all your hearts are gone.

Special Note:
Certain weapons have an additional effect when attacking enemies. Some effects such as Fire, Ice or Poison may do additional damage.

Spells

The ancient castle has been used for dark purposes for eons. The magic contained inside it is powerful. You may learn some of the spells during your quest. Casting the spells is a trial and error process. Use the SPELLS sub-menu (in the Character Status screen) to select spells. Casting them consumes magic power, but not "hearts". Spells are not necessary to accomplish your mission, but they may make some tasks easier.

Status

Alucard may suffer the following effects when hit by special enemy attacks.

Stone ..... Alucard turns into a statue and cannot move. Rapidly hit the Directional Buttons left and right to free him. The "Hammer" can be used to free him immediately, but Alucard cannot use it on himself.

Poison ..... Reduces Alucard's attack and defense power for a certain period. Use the "Anti-venom" equipment item to immediately neutralize the poison.

Curse ..... Alucard loses his power to attack and defend with a weapon for a certain period. Use the "Uncurse" potion to immediately break the curse.

Selecting systems

You can reconfigure various settings by accessing the SYSTEM sub-menu (in the Character Status screen). The new settings will be saved automatically the next time you save your progress.

Button settings .. Change the button functions of your controller. Press the Directional Buttons left/right to change the settings.

Window color ... Change the color of the menu windows displayed throughout the game.

Sound ..... Set the game sound to stereo or mono.

Note: Other functions will become available after you acquire certain items.

Rooms

Dracula's home is a labyrinth of great rooms, ghastly corridors and twisted tunnels. When you obtain special relics, new routes and hidden rooms may become accessible to you, even rooms you've already visited. If you notice an unusual area during your mission, revisit it after discovering new relics–you may find new adventures ahead!

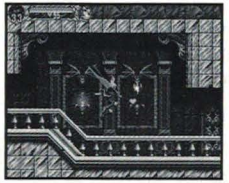
Final Stage: Bloodlines

Relive the final showdown between Richter and Dracula.

Entering Castlevania

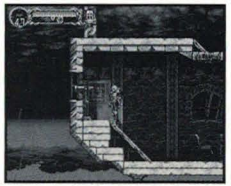
Meet Death face-to-face, and live to tell about it.

Marble Gallery



Lookout Point

What mystery does the telescope help unravel? Look inside and see!



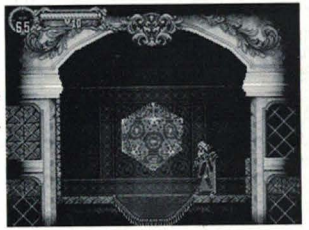
Long Library

This is the domain of the Master Librarian. He's willing to help any adventurer who passes through–for a price.

Buy item ..... Buy a variety of weapons and items.
Sell gem ..... Sell gems you've obtained to get money.
Tactics ..... Get information to help you in battle.
Sound Test .... Listen to the music of Castlevania.
Enemy list ..... Look at data on enemies you've fought.
Exit ..... Exit.

Save rooms

These are rooms where you can recover strength and save your progress. They are located throughout Castlevania.



Save ..... Stand beneath the cube in the center of the room and press the ⇧ directional button. When the cube has transformed into a coffin, the process is complete. If you want to save your progress without overwriting your current game, press the ⇧ directional button, then the △ button.

🗁Note: Absolutely do not pull out or insert memory cards when saving. If the user selects "Yes" from the first "Yes" or "No" options, the game will be saved, however, if the user selects "No" from the first "Yes" or "No" options and selects "Yes" from the second "Yes" or "No" options, a new save block will be started.

Castlevania® Symphony of the Night™ Notes

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- ☎ 95¢ per minute charge
- ☎ $1.25 per minute support from a game counselor
- ☎ Touch tone phone required
- ☎ Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:00 A.M. to 4:30 P.M. Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

KONAMI OF AMERICA, INC.

1400 Bridge Parkway, Redwood City, CA 94065

KONAMI OF AMERICA, INC. LIMITED WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

KONAMI ONLINE: WORLD WIDE WEB - http://www.konami.com

CompuServe: Click FIND then type konami. We are in the videogaming Central forum.
To join CompuServe please call **1-800-524-3388**.

Castlevania and Konami are registered trademarks of Konami Co., Ltd. Symphony of the Night is a trademark of Konami Co., Ltd. ©1998 Konami of America, Inc. All rights reserved.

Konami of America, Inc. • 1400 Bridge Parkway, Redwood City, CA 94065 • www.konami.com
Silent Hill is a trademark of Konami Computer Entertainment Tokyo. Konami is a registered trademark of Konami Co., Ltd.
©1998 Konami of America, Inc. All rights reserved.

PlayStation

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING.

RATING PENDING
RP
CONTENT RATED BY ESRB

KONAMI.